



VISHWAJEET FATE

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SUMMARY

Creative and detail-oriented Game Designer with a strong foundation in game mechanics, level design, and narrative structure. Skilled in designing immersive experiences and balancing gameplay to enhance player engagement. Experienced in Unity 2D/3D development, C# scripting, and iterative design processes. Passionate about crafting innovative games that blend technical expertise with storytelling. Currently pursuing a B.Tech in Gaming Technology (GPA: 9.05) to further develop my skills and contribute to groundbreaking projects in the gaming industry.

WORK EXPERIENCE

Jabsz Gaming Studios LLP

September 2024 - Current

- work on various projects, including mobile games, cross platform games.
- hands-on experience in the gaming industry and exposure to different facets of game development.

ARKHAM ARCHIVES - NGO

August 2024 - August 2024

- Game Development Intern
- Developed intricate puzzles for two game case studies, focusing on choice systems and overall game design, which enhanced my problem-solving and creative thinking skills in game development.

SOFT SMART TECH PUNE - Pune

October 2023 - December 2023

- Played a key role in developing responsive websites using HTML, CSS, JavaScript, and PHP, which honed my front-end development skills and understanding of user experience—skills that are transferable to game design.
- Actively contributed to prompt engineering projects, enhancing real-time communication features, which parallels the real-time interactions in multiplayer games.
- Demonstrated adaptability, effective troubleshooting, and proactive problem-solving, earning positive feedback for consistently delivering high-quality code within tight schedules.

OASIS INFOBYTE

February 2024 - March 2024

- Engaged in challenging web development and design projects, expanding my knowledge in JavaScript and modern web technologies, which I later applied to web-based game development.

EDUCATION

B.Tech in computer science with specialization in gaming technology

July 2021 - Current

- VIT Bhopal University (Bhopal)
- GPA: 9.05
- Relevant Coursework: Game Development, Object-Oriented Programming, Data Structures, Software Engineering

Higher Secondary School

June 2020 - March 2021

- KSK College - Beed
- Percentage: 91.50%

High School

June 2018 - March 2019

- Pragati Vidyalyaya - Beed
- Percentage: 95.80%

PROJECT

Riptide Rescue

November 2022 - December 2022

Educational Web Game | HTML, CSS, JavaScript

- Created an educational game focusing on drowning prevention and Swachh Bharat, using HTML, CSS, and JavaScript for development.
- Integrated Adobe Illustrator for graphics and webcam functionality for an interactive experience.
- Received positive feedback in a gaming event for its technical execution and social impact.
- Link: [Riptide Rescue](#)

Capsule Strike

June 2024 - July 2024

3D Multiplayer FPS Game | Unity, Photon Unity Networking, Blender

- Developed a Unity-based 3D multiplayer FPS game with a low poly art style.
- Utilized Photon Unity Networking (PUN) for real-time multiplayer functionality.
- Created and animated game props in Blender.
- Implemented core FPS mechanics including player movement, shooting, and health system using C#.
- Optimized performance for smooth gameplay across various devices.
- Link: [Capsule Sticke](#)

Jumping Cube

September 2024

Hyper-Casual Game

- Developing a hyper-casual jumping game with simple tap mechanics and minimalist graphics.
- Utilizing Unity's physics for responsive gameplay and planning AdMob monetization.
- Targeting Google Play Store for future release.

Stack Ball 3D

October 2024

Hyper-Casual Game

- Hyper-casual puzzle game featuring 3D platform-smashing mechanics.
- Players guide a ball through rotating, multi-layered platforms while avoiding obstacles.
- Focus on game physics, animation, and user-centered design to enhance gameplay.
- Optimized for both Android and HTML5 Web formats.
- Published on itch.io, gaining user interest and valuable feedback.
- Ongoing improvements based on feedback, focusing on gameplay flow, responsiveness, and visual polish.

- Optimized core game systems, ensuring smooth performance across platforms.
- Refined gameplay mechanics and balanced enemy behaviors for engaging combat.
- Contributed to level design and progression systems, enhancing the player experience.
- Collaborated with the team to integrate design elements and technical features seamlessly.
- Combined programming and game design expertise to create an immersive and dynamic world.
- Game set to launch in February 2025.

SKILLS

- **Programming Languages:** C, C++, Java, C#, PHP
- **Game Development:** Unity 2D & 3D, HTML5, Photon Unity Networking (PUN),Unreal
- **Modeling and Design:** Blender, Adobe Illustrator, Canva, Figma
- **Software Tools:** Unity, Git, Visual Studio, Adobe Photoshop
- **Soft Skills:** Leadership, Collaboration, Problem Solving, Creative Thinking

LANGUAGES

- Marathi
- Hindi
- English

HOBBIES

- Digital Drawing
- kabaddi
- Playing Cricket
- Rugby
- Playing Video Games
- Graphic Design

EXTRACURRICULARS AND ACHIEVEMENTS

Achievements:

- Won first place in several categories for an educational game on itch.io.
- Ranked 7th in a game jam event held by IGDC Game Connect Kolkata, in collaboration with Red Apple Learning and Scope Gaming Community.

Extracurriculars:

- Developed the Vitronix club’s website and designed posters for events.
- Active in Vitronix, excelling in documentation, graphic design, and front-end web design, significantly enhancing the club's identity.
- Interned at Explorers Private Limited as a graphic designer.
- Poster for HIV/AIDS Awareness Campaign
Collaborated with Shivam Kumar to design a poster for the NGO Infant India to raise awareness about HIV/AIDS ([View Poster](#))
- work for NGO ARKHAM ARCHIVES as game developer intern
- participated in OpenChess tournament (2017)